NES-NF-

CAPTAIN COMMANDO™

1942™

CAPCOM©

GAME PAK INSTRUCTIONS

A Special Message From Captain Commando!

Thank you for selecting fun-filled **1942**™. . .one of the exclusive family computer video games from the **Captain Commando "Challenge Series."**

1942,™ created by CAPCOM©... premier world-wide arcade game designer. . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo® ENTERTAINMENT SYSTEM™

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

SAFETY PRECAUTIONS

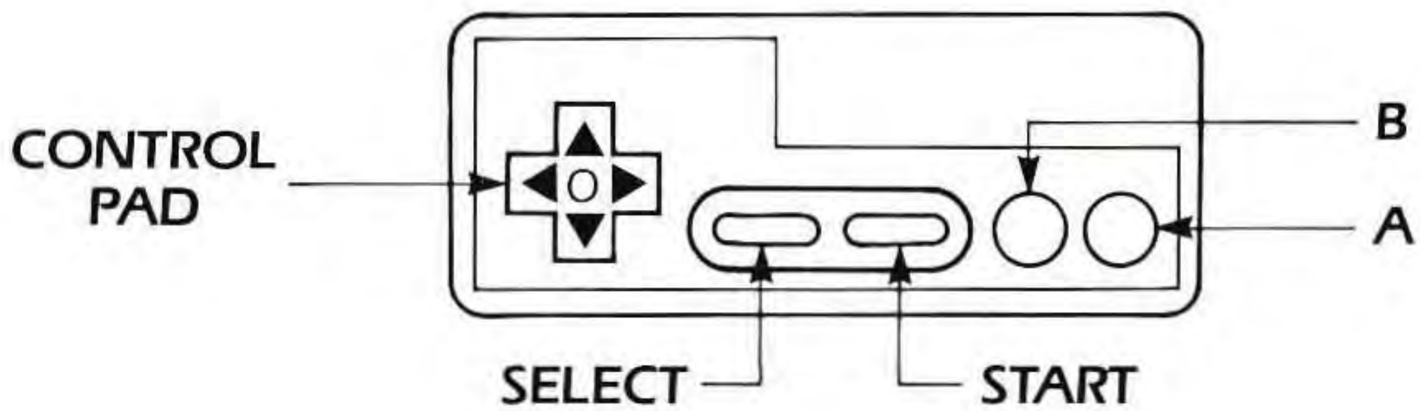
Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

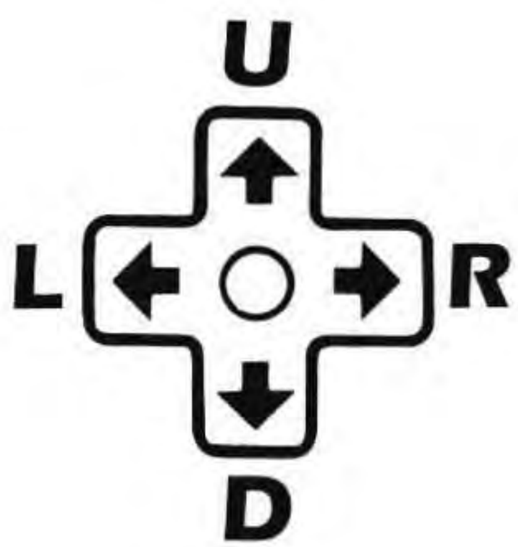
1. **Avoid subjecting this high precision game pak to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting game pak in protective storage case.**
3. **Never attempt to disassemble your game pak.**
4. **Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller *1 — Moves Super Ace in 1 or 2 player game.
Controller *1 — Moves Super Ace in 1 or 2 player continuation game.



Control Pad
Each tip imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips move you and Super Ace in that direction.

◄ **Super Ace** moves left.
► **Super Ace** moves right.
▲ **Super Ace** moves up.
▼ **Super Ace** moves down.

HOW TO PLAY

You and The **Daring Super Ace** are engaged in realistic, thrilling, and challenging high flying battles with the enemy. You must control **Super Ace** over land, sea, and in the air through 32 different scenes. To win you must reach Tokyo and destroy the remaining enemy aircraft.

SELECT BUTTON

Press SELECT to move asterisk (*) next to title of game you wish to play. * This button does not function while playing game.

START BUTTON

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing game. A pause tone will be heard and game will be interrupted.

To resume game playing where you left off, press START Button again.

★ Button B

Enables **Super Ace** to shoot at the enemy.

★ Button A

Enables **Super Ace** to do a "**Loop the Loop**" to avoid attacking enemies.

Each controller has a cross-shaped control pad. Pressing any of the four tips directs Super Ace in that direction.

HINTS ON GAME PLAY

While you and **Super Ace** are fighting the enemy aircraft the **B** button on your control pad will **blast 'em** out of the sky. If you can destroy a complete attacking **RED FORMATION** you will gain additional power. A **POW** will appear on the screen after their defeat and you must fly over the **POW** to gain additional power. When enemy shots hit **Super Ace;** you lose one plane. If **Super Ace** hits one of the secret enemy bombers a will appear on the screen and you will get an additional **5,000** points when you fly over it. Don't forget about the **A BUTTON** when there are too many enemy aircraft — by pushing the **A BUTTON** you can "**Loop the Loop.**"

HINTS ON GAME PLAY

POWER UP — POW

1. Attacking formation destroyed: **POW** appears — you get 2 machine guns.
2. Attacking formation destroyed: **POW** appears — you kill all enemy planes on screen.
3. Attacking formation destroyed: **POW** appears — you get one ally on each side of **Super Ace.**
4. Attacking formation destroyed: **POW** appears — you get additional points.
5. Attacking formation destroyed: **POW** appears — you get additional points.
6. Attacking formation destroyed: **POW** appears — you get additional **"Loop the loop."**

These six different ways to **POWER UP** depends on which attacking formation you have destroyed. Try to find **ALL** six and be **SUPER ACE.**

MEMO

MEMO

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

90-DAY LIMITED WARRANTY:

Capcom U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling; Outside California State (800) 843-4632, or Inside California State call; (408) 745-7081. Our consumer Service Deparment is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Capcom U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to Capcom U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Look for Capcom's
Exciting New Games

GHOSTS 'N GOBLINS™

COMMANDO™

CAPCOM©

CAPCOM©

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan